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Toggles double-buffering. By default rendering is double buffered (so that the next frame can be ... You use this to increase the display frame rate. ...

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the same image size, frame rate and other conditions. ... frame-capture unit and a VGA. display unit is used for the work. 2.2 Partitioning the H.263 on MVP ...

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(WO/1995/013601) PARTITIONED DISPLAY APPARATUS

Such double buffering and also the VRAM address generation and refresh However, partitioning a display in accordance with the present invention is ...

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The pixel data must be double-buffered to allow for the simulta-. neous display of one frame of data while receiving the next frame of. data. To address the ...

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We conclude by discussing technical and fundamental issues to address in future This makes no change in the effective frame rate, because the full SBP ...
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For smooth animation one must maintain a high, constant frame rate. Double buffering has an important effect on this. Suppose your application needs to ...
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